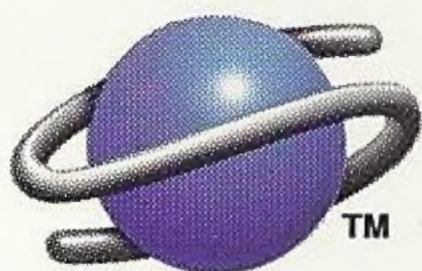


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W  
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P.



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SATURN  
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A SEGA EXCLUSIVE

# ENEMY ZERO™

*Starring Jill Cunniff  
of the band Luscious Jackson  
as the voice of Laura Lewis.*

81076

TEEN



AGES 13+

CONTENT RATED BY  
ESRB



# WARNINGS

## Read Before Using Your Sega Video Game System

### **EPILEPSY WARNING**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on television screens while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

### **PROJECTION TELEVISION WARNING**

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### **HANDLING YOUR COMPACT DISC**

- ☐ The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn System.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

### **SEGA SATURN VIDEO GAME USE**

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## ENEMY ZERO



The exploratory biocraft Aki makes its way homeward through lonely vastness, its crew sealed in the long night of cryogenic suspension. Like a great steel heart, the spacecraft hangs floating in the black space. Shipboard systems register normal, and everything is quiet. Darkness, cold, silence and time. These are the elements of the void; in space, it is all there is....

The Aki's network system monitors low-level neural activity in the co-pilot's capsule. Dreams trouble Laura Lewis' sleep. Visions of war in the homeland strobe in scattered flashes across her frozen mind. The data is recorded; the sensors scan on.



On a lower deck, a systems failure in the storage bay is followed by a sudden impact of explosive force. The main computer engages its emergency program sequence, rousing the crew from their deep hibernation. Laura awakens as the nitrogen solution dissolves into mist, but clouds of uncertainty remain in her mind. Her life functions are stable, but memories have been lost. Amnesic and dazed, she starts up the network console, searching for clues to her identity and past.

The video phone directory connects her with Parker, the ship's engineer. But the shock that initiated the emergency program has damaged circuitry deep in the network core, cutting off the voice connection between rooms. At first, Parker merely gestures in futility, but suddenly a violent tremor rocks his cabin and a wave of shock and fear crosses his face. Laura can only look on in silence as she watches him retreat from some offscreen presence that has invaded the room. In terror, he draws his energy gun and fires, but without effect. The last image she sees before the connection breaks off is an arterial spray of blood across the cabin wall.

There is something aboard the Aki other than its crew. An unseen predator; an enemy. Laura now must find a way to stop it, and to survive.



# Getting Started

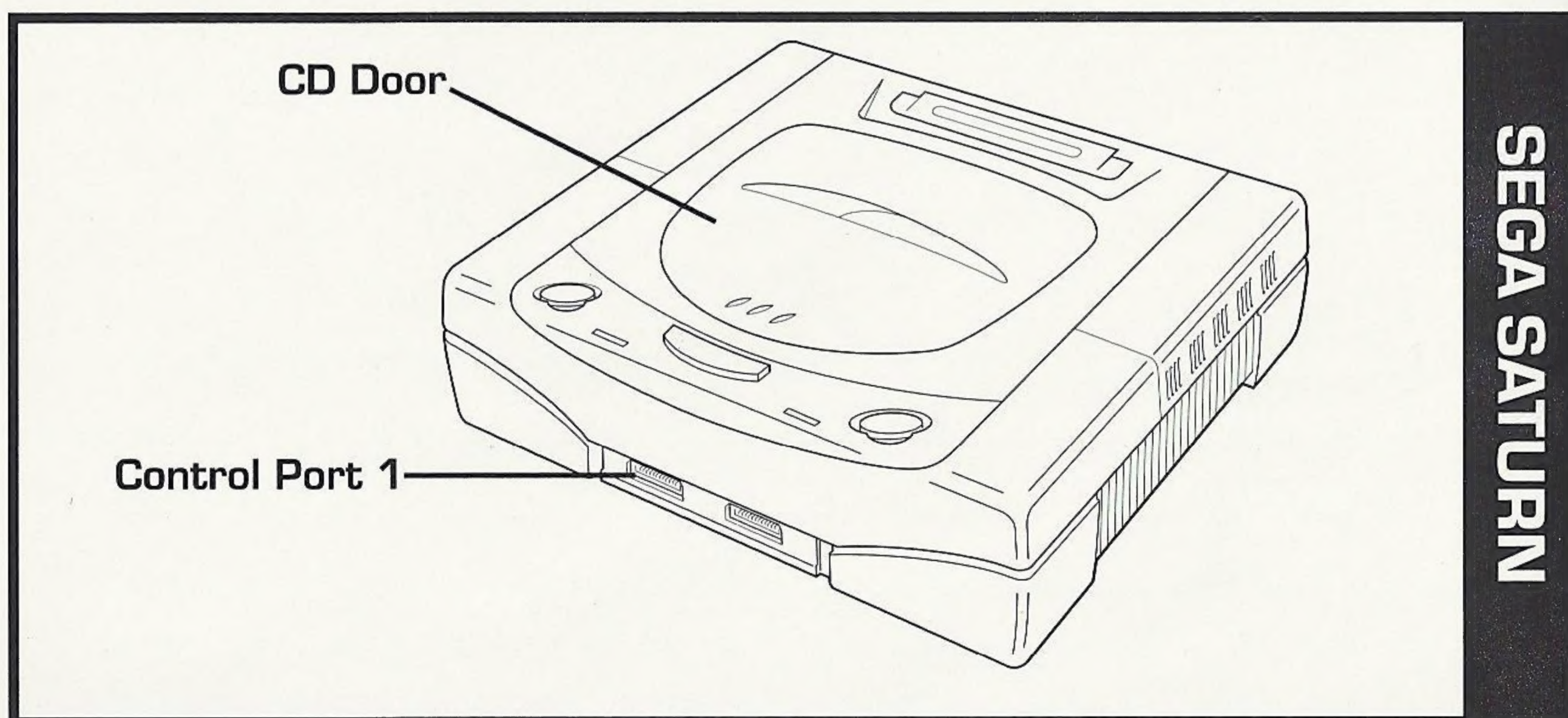
1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1.

**Note:** *Enemy Zero*<sup>TM</sup> is for one player only.

2. Place the *Enemy Zero* disc\*, label side up, in the well of the CD tray and close the lid.

**\*Note:** *Enemy Zero* is a multi-disc game. See the section Starting the Game on page 6 for details on loading the various discs.

3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears onscreen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress and return to the onscreen control panel, simultaneously press **A**, **B**, **C** and Start on the Sega Saturn Control Pad. When the game Title screen appears, press the buttons again to go to the onscreen control panel.



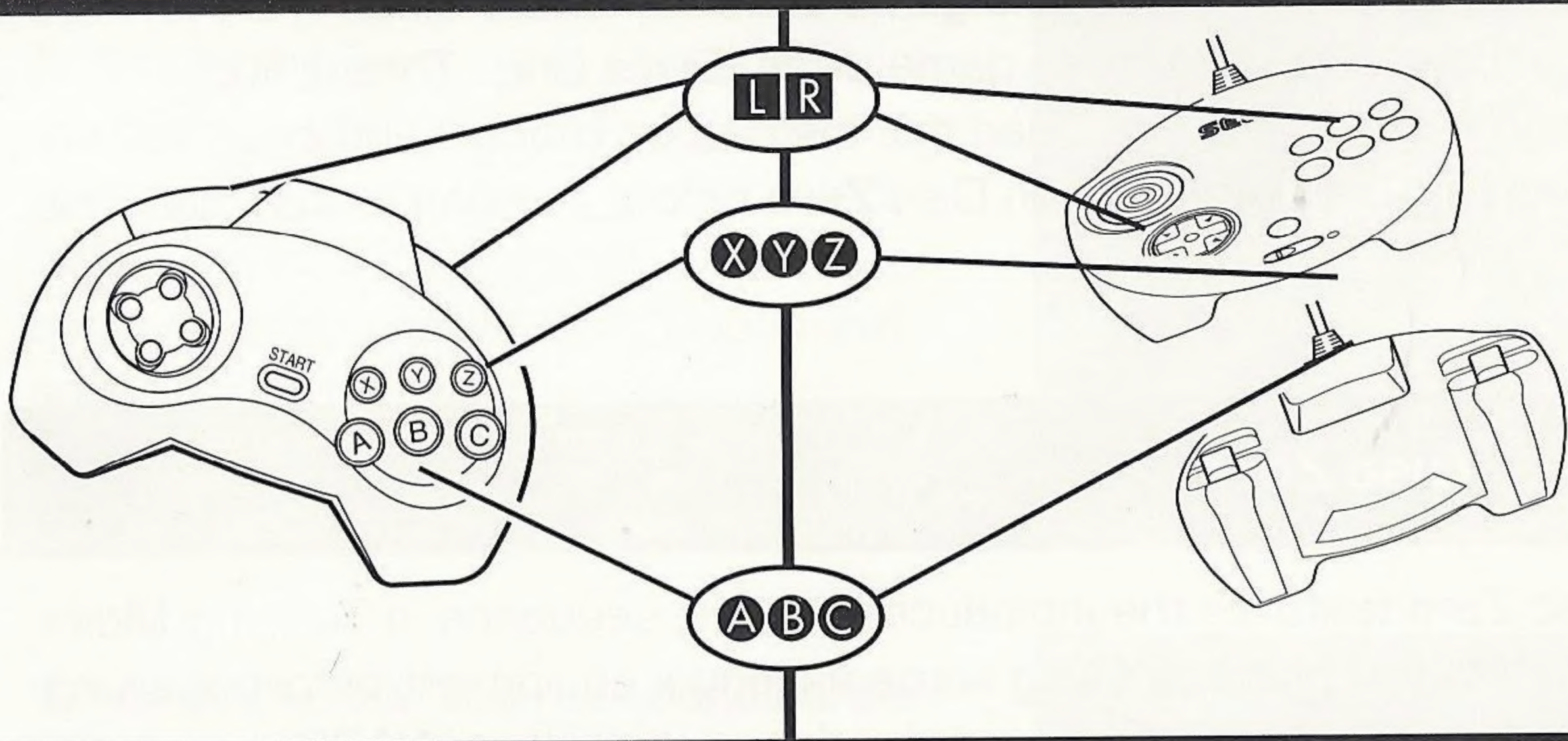
**Important:** Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



# The Controls

## Sega Saturn Control Pad

## Sega Saturn 3D Control Pad\*



\*To play the game using the analog control pad, set the mode switch to "o" mode before turning on your Sega Saturn. In "+" mode, the controls are the same as for the standard Control Pad.

### Pre-Game

- |                  |                        |
|------------------|------------------------|
| Start Button     | • Start the game       |
|                  | • Enter selections     |
| D-Pad/Analog Pad | • Highlight selections |

### Search Mode

- |                  |                                       |
|------------------|---------------------------------------|
| D-Pad/Analog Pad | • Control Laura's movement            |
|                  | • Highlight selections                |
| A                | • Select highlighted item             |
|                  | • Perform actions                     |
| L / R            | • Call up/scroll through item display |

### Active Mode

- |                  |   |
|------------------|---|
| D-Pad/Analog Pad | • Control Laura's movement                          |
| A                | • Prime and fire energy gun                         |
| B                | • Run (in direction currently facing)               |
| C                | • Turn Laura's head (in direction pressed on D-Pad) |
| X                | • Sidestep left                                     |
| Y                | • Sidestep right                                    |
| L                | • Look left   |
| R                | • Look right  |



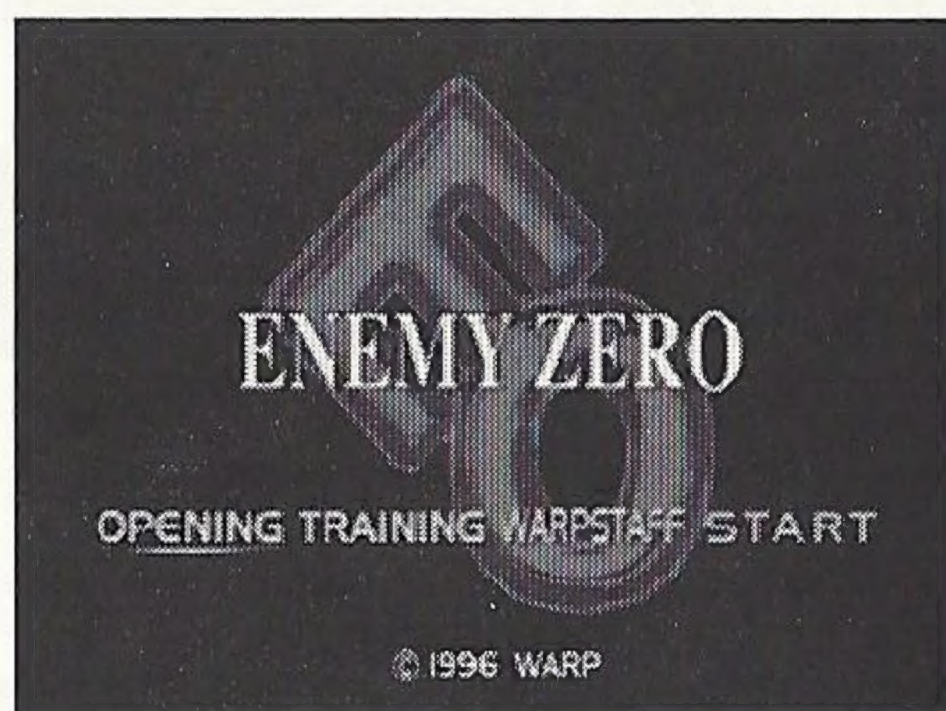
## Starting the Game

*Enemy Zero*<sup>TM</sup> is an adventure set in a three-dimensional environment — the space station Aki. The game consists of four discs in all, an intro disc (Disc Zero) and three game discs (Discs One - Three). It is recommended that you read this instruction manual and practice using the Training Mode on Disc Zero before starting to play Disc One.

### Disc Zero

Disc Zero features the introductory movie sequence, a Training Mode that lets you practice using some essential equipment before starting play, and credits for the game development staff at WARP.

When you load Disc Zero into your Sega Saturn, the WARP and True Motion logos appear, followed by a CG movie sequence. After the movie, the *Enemy Zero* title screen appears. Press Start to bring up the Mode Select screen. The following modes are available in Disc Zero:



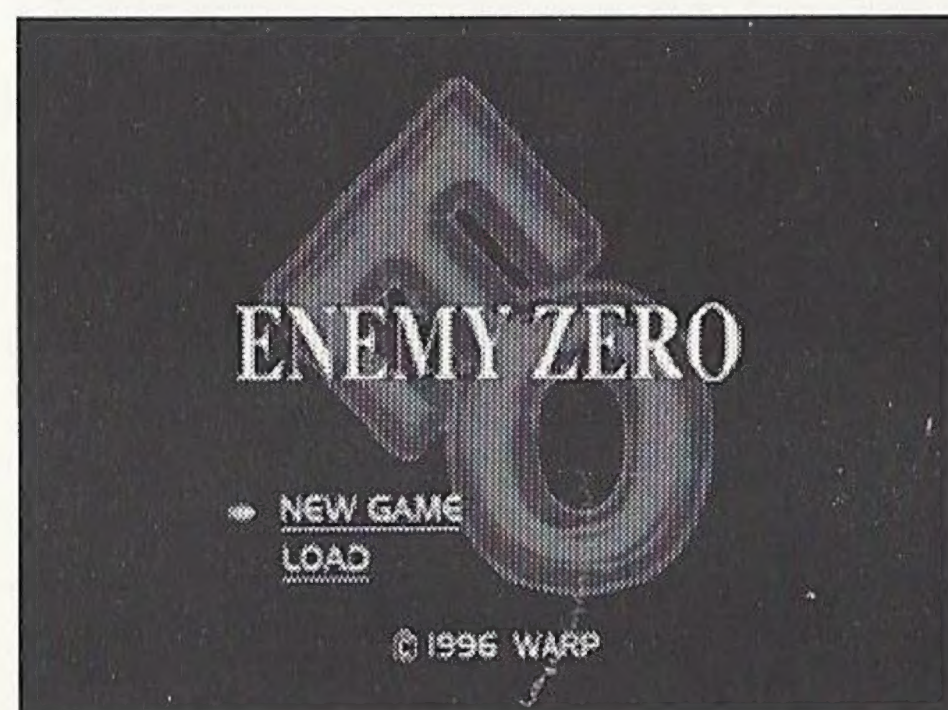
<b>Opening Training</b>	To watch the intro movie To practice using the VPS tracking system and energy gun
<b>WARP Staff</b>	To see game credits and a WARP company intro
<b>Start</b>	To exit Disc Zero

Press the D-Pad left or right to scroll through the mode names, and press the Start button to enter the highlighted mode.

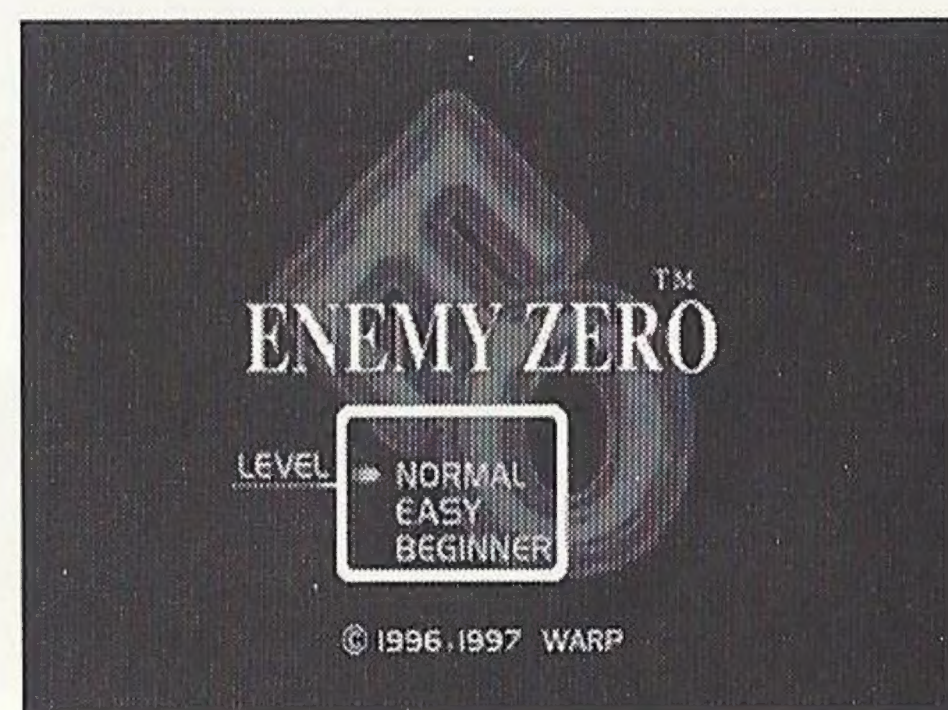


## Discs One through Three

To begin play, insert Disc One and press the Start button on your Control Pad. A message appears asking you to select New (to start a new game), or Load (to begin play from saved data, if you have any). Highlight New or Load by pressing the D-Pad up or down, and press Start to select.



When you select New, a second screen appears, prompting you to choose the difficulty level of the new game. Select Normal or Easy, and press Start. After you have selected a difficulty level, the game begins.



When you select Load, the voice recorder load data screen appears, displaying a list of all the available saved data files.

Highlight the data file you want to load by pressing the D-Pad up or down, and press **A** to select. The game starts from the place where the data file was recorded. (For more details on how to record and play game data, see the section Saving Game Data on page 10.)



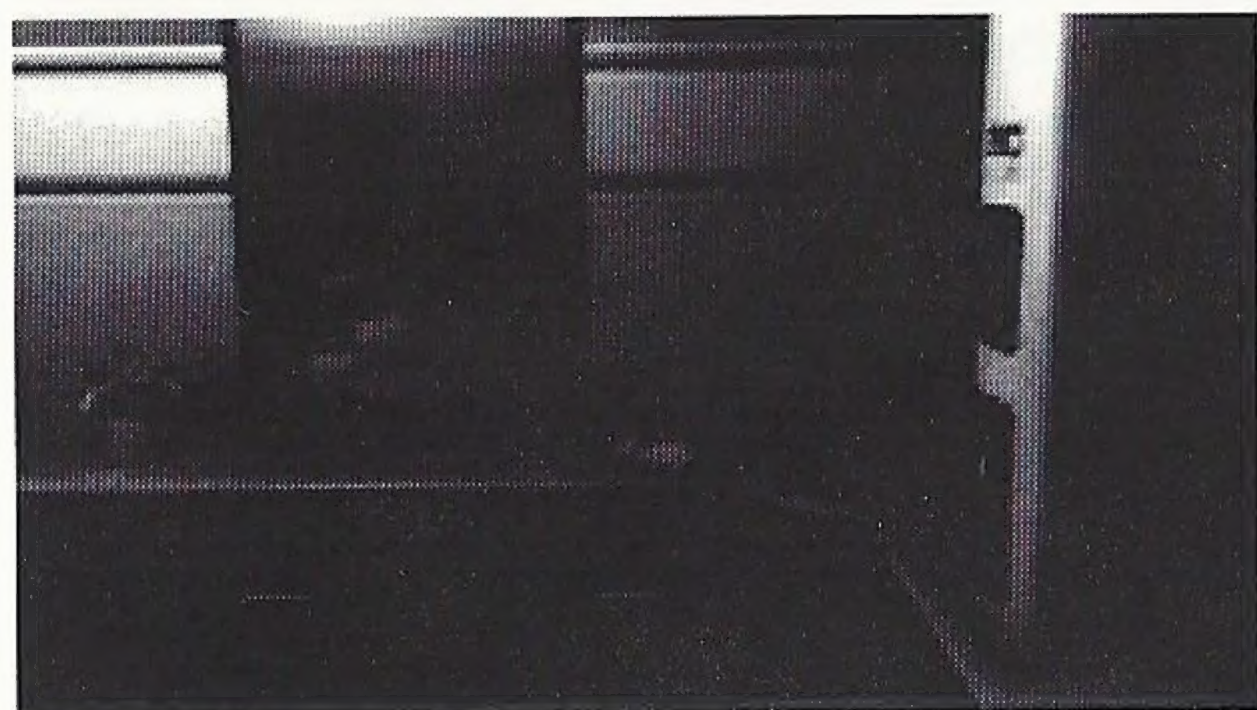
**Note:** When you reach certain points in the progress of the story, a message appears onscreen prompting you to change discs. Follow the instructions and continue play from the new disc.



## Search Mode



## Moving around in rooms



When Laura is in one of the space station rooms, the game is in Search Mode. Search Mode allows Laura to search various areas of the room she is in and features movie sequences when Laura fulfills certain conditions in the story. Each room has a number of places to investigate.

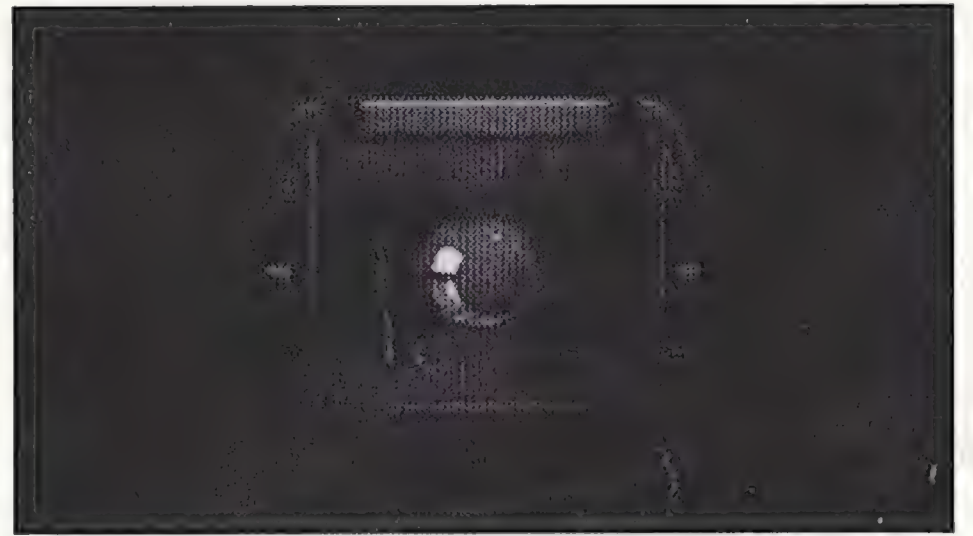
Press the D-Pad in the direction (left or right) you want to face to change your orientation. Press the D-Pad up to move forward, and up again to take a closer look at a place in front of you.

When you come across a container, object or location in a room that you want to investigate, press **A**. If there is an item that can be acquired in that location, Laura will pick it up and add it to her inventory. If another action can be performed, an animation rolls as Laura acts out the plot sequence.



## Using Items

Press **L** or **R** to bring up a display of the item(s) in Laura's possession. Press **L** or **R** again to scroll through the items one by one (when Laura has more than one item). Press **A** to use the current displayed item. Most items can only be used in certain rooms, or under certain conditions. If an item is currently unusable, there will be no effect when you press **A**, and the item remains in Laura's possession, unused.



## Safe Haven

The enemy will not enter rooms, so Laura can use rooms around the Aki as places of refuge when being pursued.

## The VEXX Network System

There are network consoles linked to the Aki's main computer in many rooms throughout the space station. The VEXX Network System gives Laura access to important data and video phone communications with other members of the Aki crew.



To use the Network System, press **A** when standing in front of any system console. After a brief movie sequence, the main VEXX Network screen appears. Press the D-Pad in any direction to highlight a network area, and **A** to access that area. The following areas are available:

### **Video Phone**

To communicate with other crew members over the Network System.

### **Information**

To access maps and information regarding the status of the space station.

### **Data Base**

To access data regarding crew members, and descriptions of equipment and items found aboard the Aki.

### **Exit**

To leave the Network System.



In any of the Network System subscreens, press the D-Pad to highlight the data file or video phone address you want to access and **A** to select. Press **B** to highlight Exit, and **A** when Exit is highlighted to move back one level in the network.

## Saving Game Data

In one of the rooms of the Aki, Laura will discover an item called the voice recorder, allowing her to save game data from within any room in the space station. To use the voice recorder, press **L** or **R** when in a room to bring up the display of



Laura's items, scroll to the image of the voice recorder and press **A**. A close-up image of the voice recorder appears on screen, showing the number of energy units remaining in the battery. Press **A** again to make Laura's thumb appear, and press the D-Pad up or down to position her thumb over the Record or Play buttons.

Press **A** when the thumb is on the Record button to record a data file with your current status. The message "Rec to SAVE?" appears. Press **B** to cancel or **A** to move on to the Save Data Screen. In the Save Data Screen, a list of available file locations appears. Press the D-Pad up or down to highlight the location you want to save data in, and press **A** to record. When you press **A** the confirm message "Overwrite?" appears. Press **A** to confirm, or **B** to cancel. After you record a new data file, the image of the voice recorder reappears showing the amount of energy units remaining in the battery.

Press **A** when the thumb is over the Play button to play game data you have already saved. The message "Play to LOAD?" appears. Press **B** to cancel or **A** to move ahead to the Load Data Screen. In the Load Data Screen a list of all saved data files appears. Press the D-Pad up or down to highlight the data you want to load and press **A**. The confirm message "Load?" appears. Press **B** to cancel or **A** to load the data. When you load a data file, the game restarts from the point where the data file you loaded was saved.

**Note:** The voice recorder has a limited amount of energy units, and cannot be recharged. Battery power is used every time you save or load data. You can only save and load data a limited number of times.



# Active Mode



## Moving in the corridors

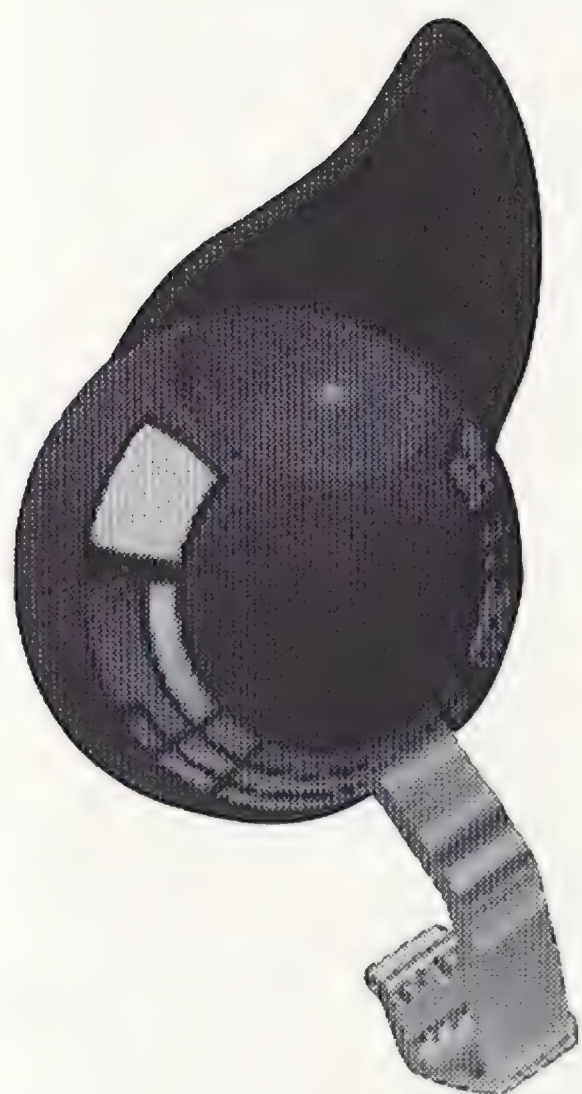


When Laura leaves a room, the game shifts into Active Mode, allowing for more freedom of movement than in Search Mode. To move in Active Mode:

Press	To
D-Pad up	Walk forward
<b>B</b>	Run forward
D-Pad left/ right	Turn
<b>C</b> + D-Pad	Look in the direction pressed without moving
<b>L</b> or <b>R</b>	Turn Laura's head left or right
<b>X</b> or <b>Y</b>	Sidestep left or right while facing forward



## Using the VPS (VEXX Positioning System)



The enemy may appear at any time in the corridors of the Aki. Because the enemy is invisible, the only means of detecting and tracking its position is through the VPS, a device worn inside the ear that signals the presence and location of life forms through a series of changing tones. (Laura must find the VPS unit in one of the rooms before she can detect any enemies.)

The VPS indicates the relative location of nearby life forms by the following tone patterns:

**FRONT**

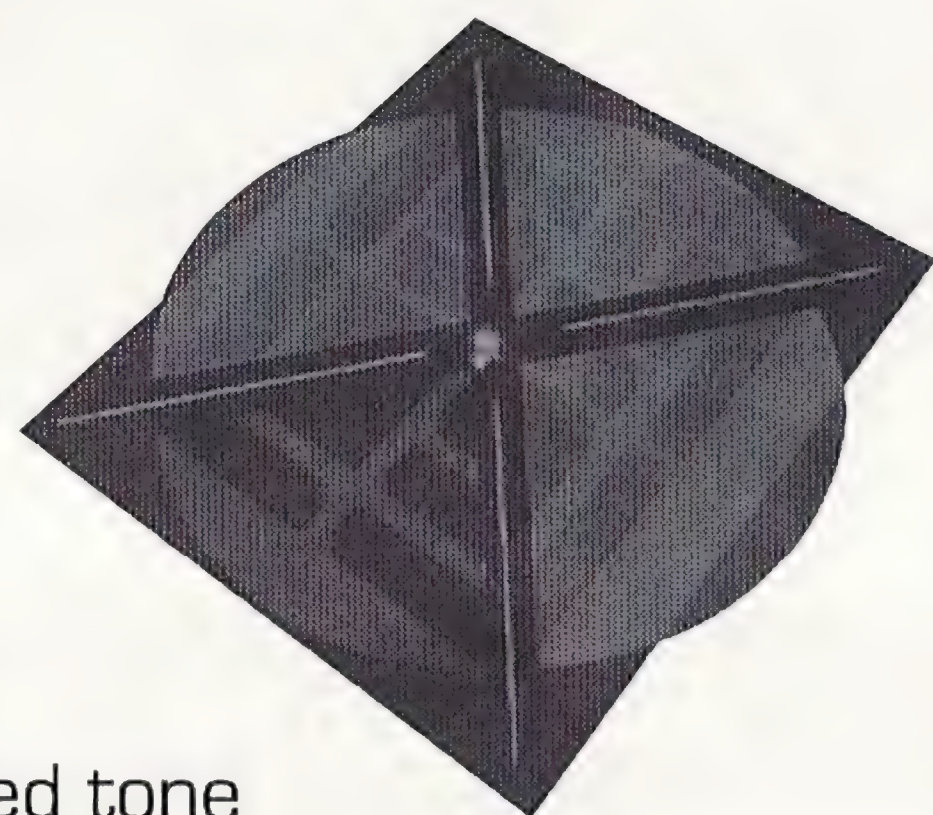
**SIDE** (left/right)

**REAR**

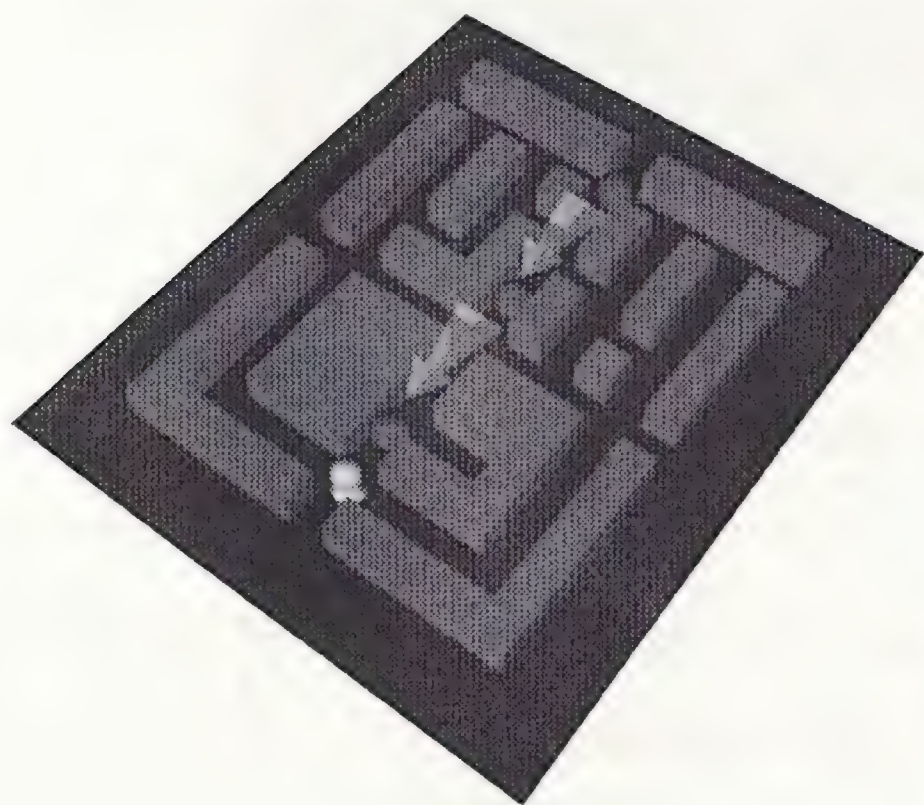
High pitched tone

Medium pitched tone

Low pitched tone



The pitch changes when the life form moves to a different location, or Laura faces in another direction. The VPS indicates the position of life forms relative to the direction Laura is facing, so when she turns her head, the pitch will change even if she remains stationary.

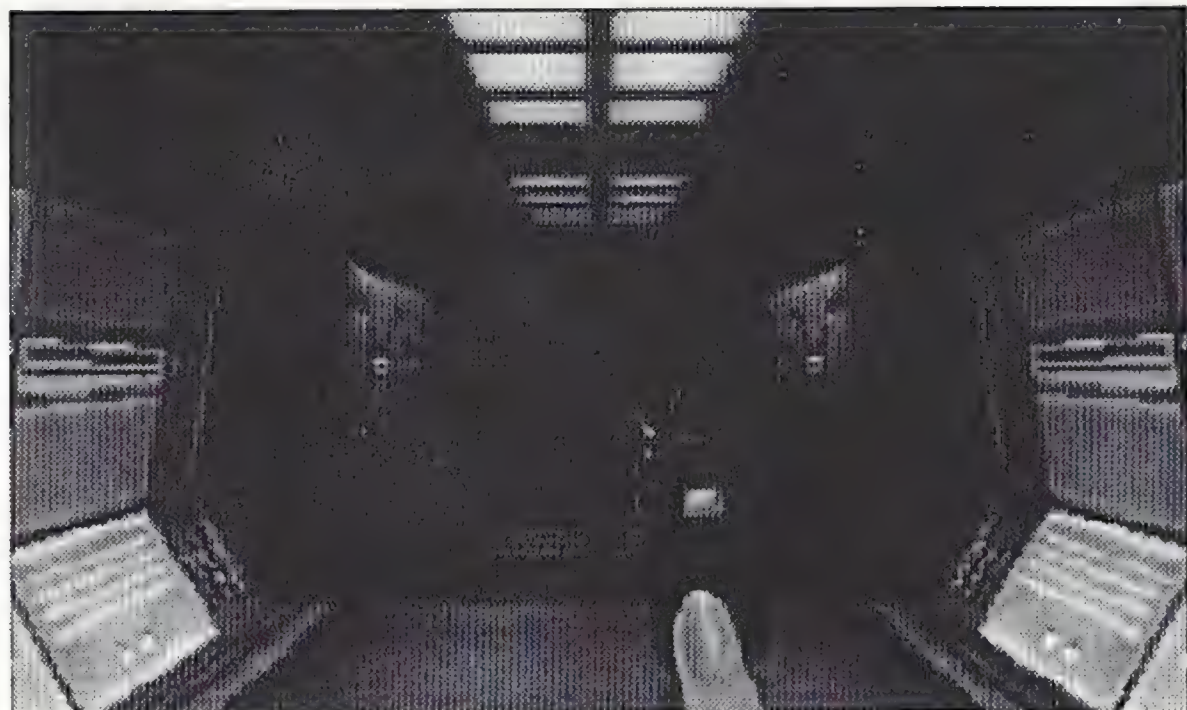


The frequency of the tone pulses increases as a life form approaches, becoming a nearly unbroken series of pulses at close range. When the VPS detects the presence of multiple life forms, it emits a unique tone pulse pattern for each life form in range.

The enemy is highly intelligent and will attack when it senses another life form in its vicinity. It is attracted by sounds, such as footsteps, so it may be advisable to walk quietly rather than run through locations where you think an enemy lurks.



## Shooting enemies



During her searches through the Aki, Laura will need to acquire an energy gun in order to be able to confront the enemy. The energy gun delivers a powerful burst of energy, but has several limitations (see the notes below).

Press **A** to draw the gun.

Holding **A** when drawn allows the gun to charge up. The gun must be fully charged to fire.



The energy gun can maintain a full charge for only a few seconds. If you hold **A** for more than a few seconds, the charge is lost and you will have to recharge the gun before you can fire.



The energy gun only has a short range. If you fire too quickly, the energy burst may not reach its target, even if it is in front of you. Timing each shot is crucial in effectively killing the enemy.



There are four types of energy guns found throughout the Aki. Each gun holds a limited number of energy bursts. Gun Type IV has an unlimited number of energy bursts and does not need to be charged. When a gun runs out of energy, it must be recharged at a weapon station before it can be fired again. Weapon stations are located in various rooms throughout the space station.

**Note:** It is strongly recommended that you use the training mode on Disc Zero (see page 6) before attempting game play. You must acclimate yourself by using the VPS and energy gun to be effective when encountering real enemies on Discs 1 to 3.



## Crew Member Profiles



### **Laura Lewis**

*Co-Pilot*

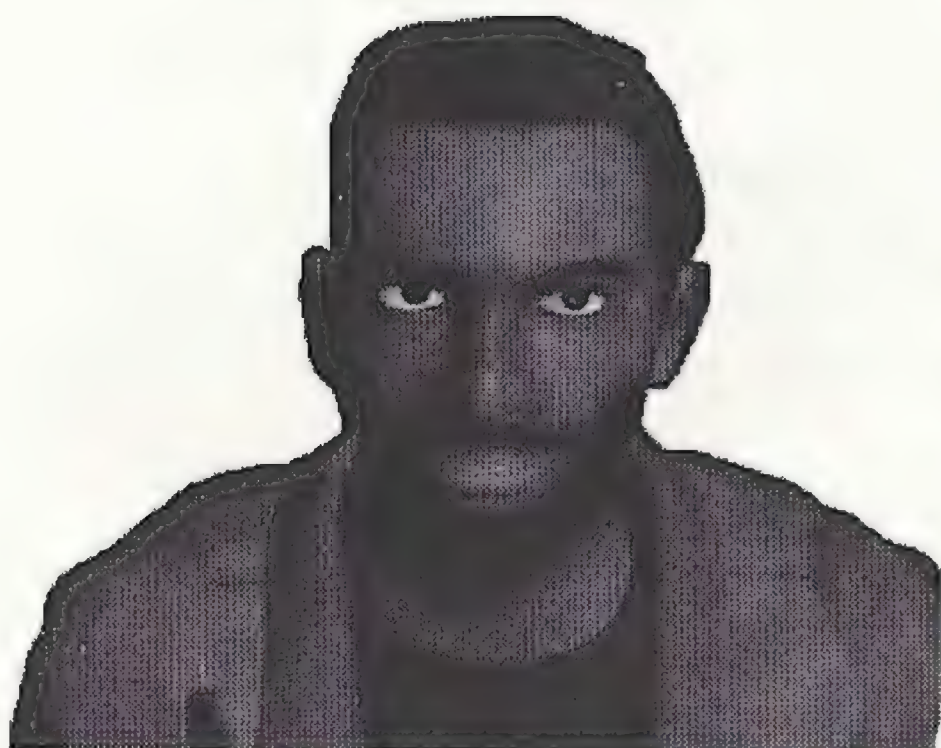
Age: 32

Sex: Female

Country: USA



Due to a malfunction in her resuscitation from cryogenic sleep, Laura has lost a large part of her memory. Although she wakes in her own cabin, her surroundings seem unfamiliar, like a stranger's room.



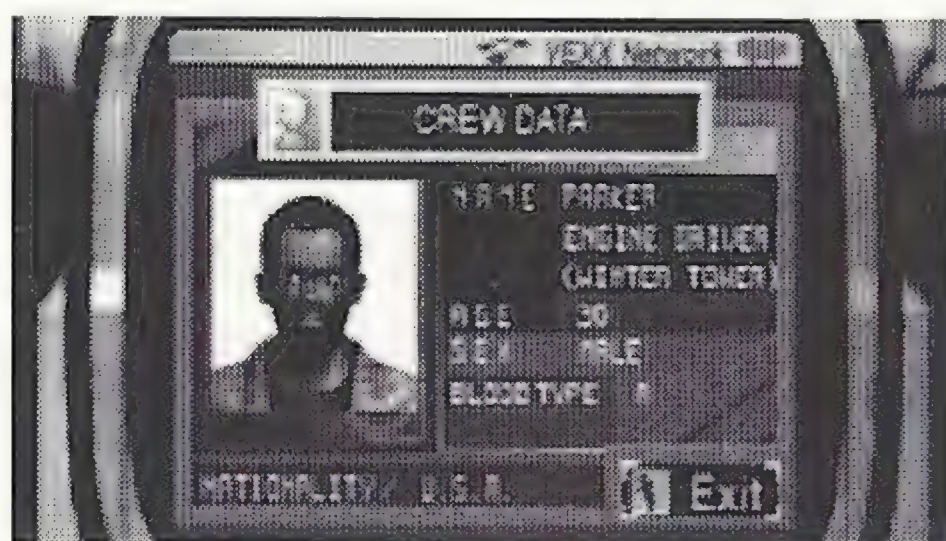
### **Parker**

*Engineer*

Age: 30

Sex: Male

Country: USA



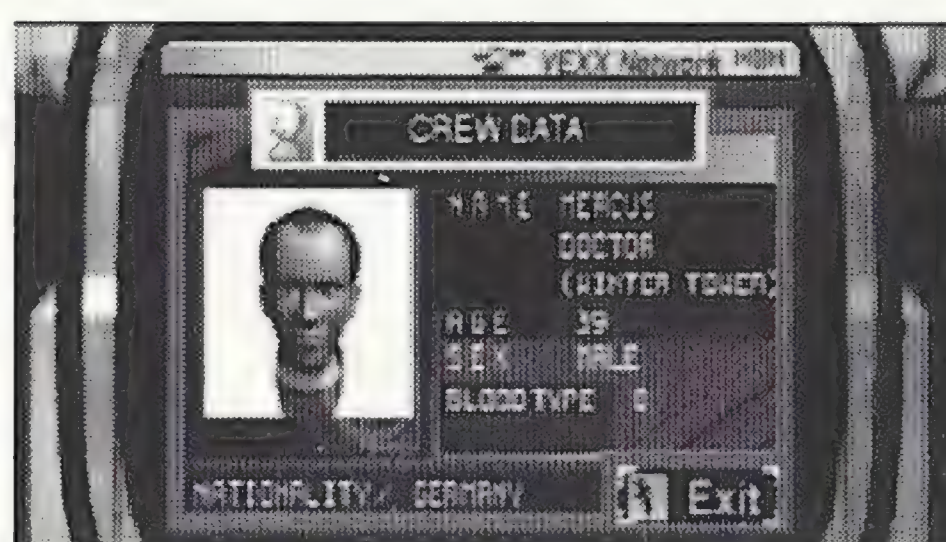
One look at his room — strewn with empty beer cans and pin-up posters — tells the story of Parker's bachelor existence. He has a big heart, but no instincts for housekeeping.



## Crew Member Profiles



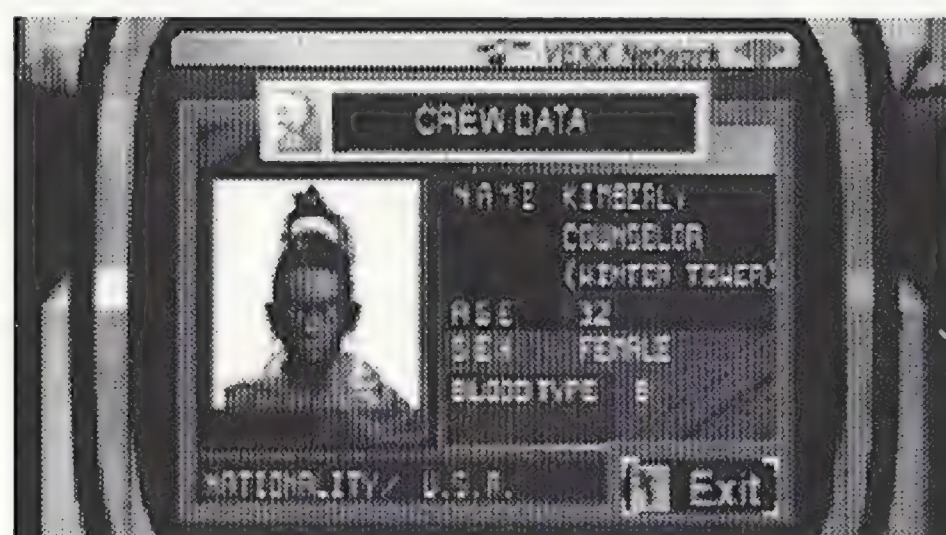
**Marcus**  
*Physician*  
Age: 39  
Sex: Male  
Country: GER



In overseeing the health of the Aki's crew, Dr. Marcus tends to the needs of the sick and injured, provides periodic check-ups and even occasional psychological counseling. He presents a solid, serious image, but some of his personal effects betray a hidden side to his character.



**Kimberly Hurd**  
*Counselor*  
Age: 32  
Sex: Female  
Country: USA



Kimberly's job is to ensure smooth relations between the members of Aki's crew. She's always ready to provide a sympathetic ear, clinical consultation or just to have an idle chat.



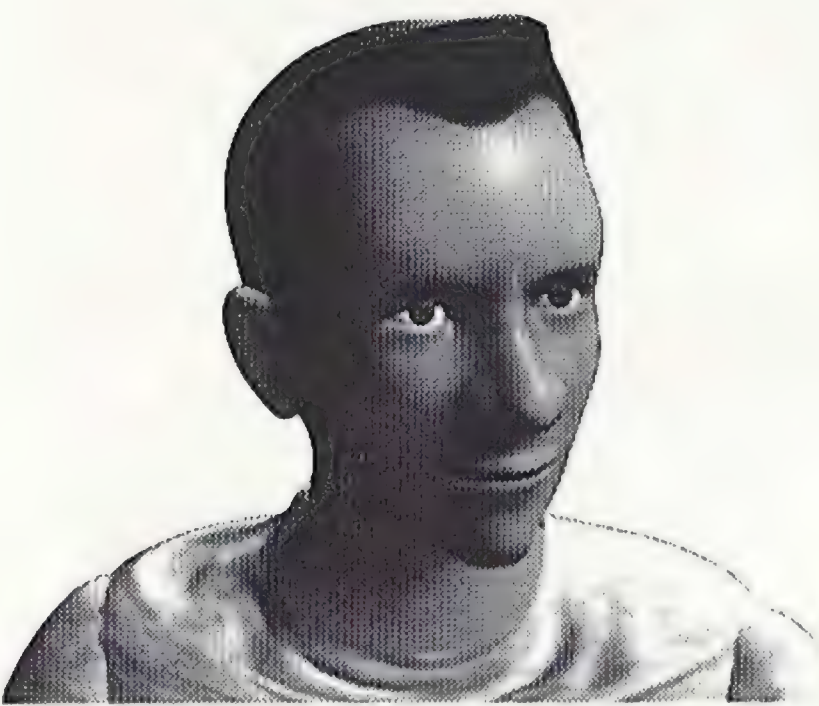
**George Takahashi**  
*Computer Engineer*  
Age: 48  
Sex: Male  
Country: JPN



George is a workaholic and perfectionist who centers his existence around his computer. When he isn't taking a cryogenic nap, he can usually be found staring into the monitor. He makes it a policy never to answer his video phone when he's working on a project, which hasn't won him any popularity contests with the rest of the crew.



# Crew Member Profiles



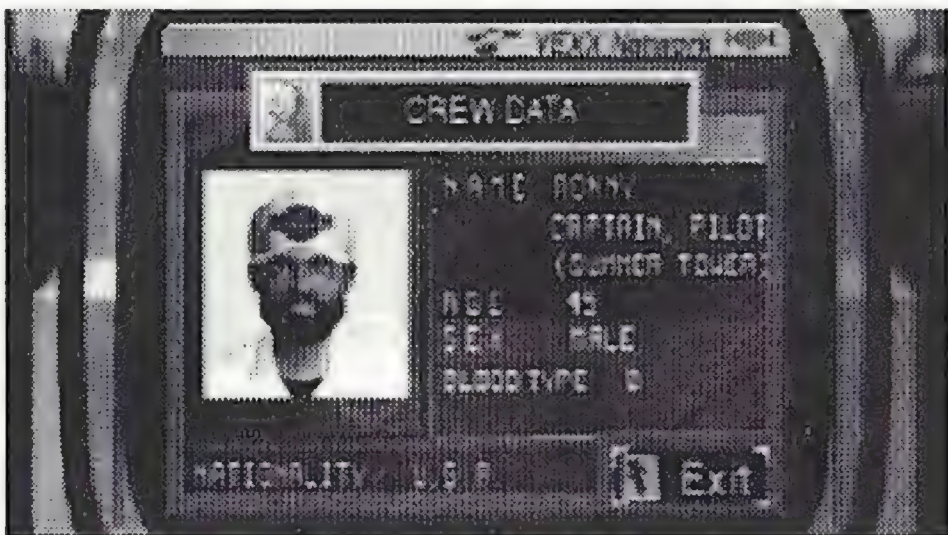
**David Barnard**  
*Sub-Captain*  
Age: 31  
Sex: Male  
Country: UK



David's duties as sub-captain keep most of his time occupied, but when he has a free moment he likes to get back to his cabin to catch up on his reading. Nothing helps take the edge off a long workday like a good book.



**Ronny**  
*Captain*  
Age: 45  
Sex: Male  
Country: USA



Although Captain Ronny holds ultimate authority over all shipboard activities, it's rare that he issues a direct order. He tries not to be away from his cabin during emergency situations as it is his command center.



## Credits

### Sega of America, Inc.

Producer:	Keith Palmer
Supervising Producer:	Dave Locke
Product Managers:	Kristin McCloskey, Terese Russell
Localization Director:	Bobby White
Scripting:	Nina Blake
Laura's Voice by:	Jill Cunniff of "Luscious Jackson", Capitol Records/Grand Royal
Recorded at:	AudioBanks, Los Angeles ServiSound, New York
Lead Tester:	Dennis Lee
Assistant Lead Tester:	Lloyd Kinoshita
Testers:	Amy Albertson, Joe Damon, Michael Dobbins, Arnold Feener, Howard Gibson, Rick Greer, Jeff Junio, Chris Lucich, Marcus Montgomery, Abe Navarro, Jacob Rohrer
Special Thanks to:	Scot Allen, Sandy Castagnola, Jadelyn Chang, Curtis Clarkson, Geraldine Dessimoz, Marci Ditter, Angela Edwards, Sheri Hockaday, Jason Kuo, Judie Nybo, Paul Sears, Eric Smith, Undyne Stafford, Bernie Stolar, Mark Subotnick, Shuji Utsumi, Test Mgmt., and Seedy Crew



# Notes



# Notes



# Notes



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## ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.



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MATURE  
M  
AGES 17+  
CONTENT RATED BY  
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CCE Net Link EDITION.



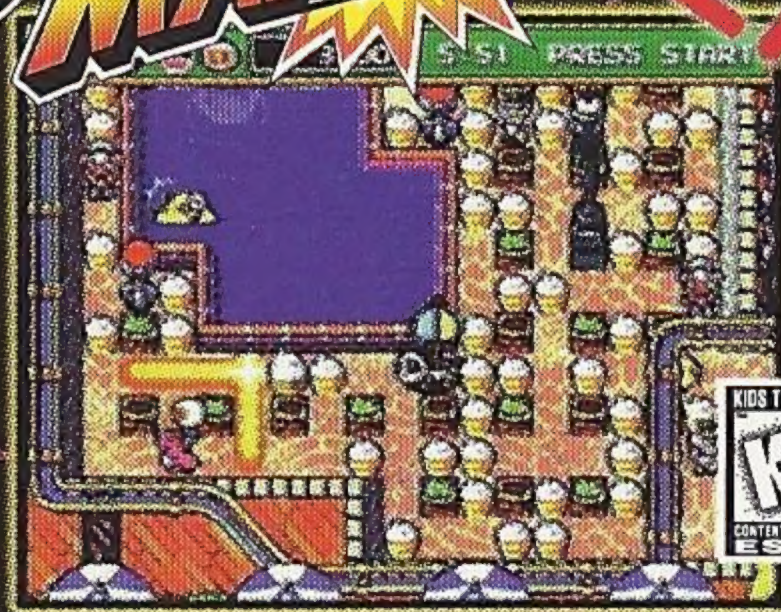
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